

120
A SHORT (1)
TREATISE
On the GAME of
WHIST.

CONTAINING
The LAWS of the GAME:

And also, some RULES, whereby a Beginner may, with due Attention to them, attain to the Playing it well.

CALCULATIONS ~~for those who will Bet the Odds~~ on any Point of the Score of the Game then playing and depending. — CASES stated, to shew what may be effected by a very good Player, in Critical Parts of the Game. — REFERENCES to CASES, *viz.* at the End of the Rule you are directed how to find them. — CALCULATIONS, directing with moral Certainty, how to play well any Hand or Game, by shewing the Chances of your Partner's having 1, 2, or 3. Certain Cards. — With Variety of Cases added in the Appendix.

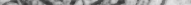
By a GENTLEMAN.
Edmond Hoyle Esqr.

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On the 13th of

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ADVERTISEMENT.

AS some People in particular may be anxious to know, and the Publick in general may be glad to be informed, by what Means the following *Treatise* came to be ushered into the World in this Manner, we think they cannot be better satisfied on this Head, than by making publick the following Letter from a Gentleman at Bath to a Friend of his, and hope they will not take it amiss if the Gentleman's Name is conceal'd, since we are not at Liberty to publish it.

Dear Sir,

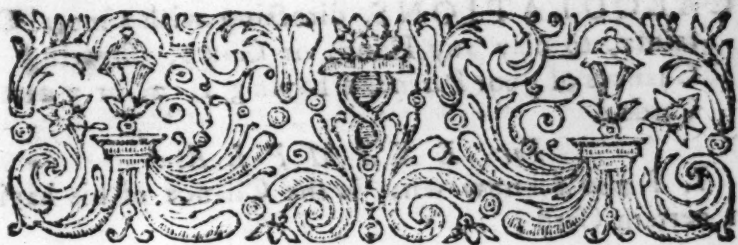
In an Age where the ignorant and unwary, as well as the plain downright honest Man of Sense, are so exposed to the Tricks of Sharpers of all Denominations, from the *Counter* up to the most sacred and respectable Offices and Institutions, I thought it would be doing no inconsiderable Service to many of my Countrymen, if I contributed a little to put them upon their Guard and preserve their Purses, while they are indulging themselves in what is elegantly called *Killing Time*. It were indeed to be wished that less Time was killed in the Manner which has put me upon this Undertaking; but as the Itch of Gaming is likely to prevail as long as we preserve any Thing of what is now-a-days called *polite Taste*; and as it seems to be an almost necessary Evil, which keeps People of a certain Disposition from employing their Time worse, so I hope I shall deserve the Thanks of a great many, for having been instrumental in rescuing them from the Snares which they are but too frequently caught in, by being over-matched in these sorts of Amusements.

I myself, as you very well know, am one of those unfortunate Beings, that being possessed of a pretty handsome Fortune, and having a great deal of idle Time upon their Hands, constantly spend a little Portion of it in Gaming. The Game of Whist is that which I take most Delight in, and till of late fancied myself all along

a pretty good Master of it. But, to my Vexation, it is not long since I lost a considerable Sum of Money one Night at it, and yet I could not perceive that the Cards run extraordinary cross against me; so that I could not but conclude I was beat by superior Skill. This put me upon enquiring into the Cause, for I was very far from imputing my Misfortune to *unfair* Play; and at last I found that there was a Treatise on the Game of *Whist* lately dispersed among a few Hands at a *Guinea* Price. How to come at one of these Books I knew not; but at length I wrote to an Acquaintance of mine in *London* to purchase it for me by all Means, which he accordingly did, with no small Difficulty. As soon as I had perused it, I found I had heretofore been but a Bungler at this Game, and being thoroughly sensible of the Advantage which those that are possessed of this Book have over the innocent Player, I thought I could not oblige my Friends better than by printing a few of them to make Presents of. Accordingly I applied to a *Stationer*, who offered to make me a Present of half a Hundred of them, provided I would allow him to print a few more for his own Use. This I readily complied with, especially in Consideration of the Imposition and Hardship the Publick lay under, first, by not being able to get the said Book under a *Guinea*, and then by its being reserved only in a few Hands, that might make a bad Use of it: For tho' a Man of superior Skill in these Amusements, that takes an Advantage of an ignorant Player, cannot, according to the common Acceptation of the Word, be deemed a *Sharper*, yet, when he pursues that Advantage, after he has found out the Weakness of his Antagonist, it must be confessed, that if he is not a *Sharper*, he is at least, very near a-kin to one.

Thus much I have thought fit to acquaint you with, in regard to my Conduct in this Affair, which I hope will receive the Commendations of every honest well-meaning Man and fair Gamester, and yours in particular, which is the greatest Ambition of

Your sincere Friend, and humble-Servant.



A SHORT
TREATISE
ON
The Game of WHIST.



HE Author of this Treatise did promise, if it met with Approbation, to make an Addition to it by way of APPENDIX, which he has done accordingly.

He has also fram'd an *Artificial Memory*, which takes not off your Attention from your Game; and if required, he is ready to communicate it, upon the Payment of One Guinea.

And also, He will explain any *Cases* in the Book, upon Payment of One Guinea more.

It is necessary to premise, that those who intend to read this Treatise, are desired to peruse the following Calculations; and they need only charge their Memories with those that are mark'd with a *NB.* upon which the whole Reasoning of this Treatise depends.

CALCULATIONS, directing with a moral Certainty, to play any Hand, or Game, shewing the Chances of your Partner's having 1, 2, or 3 certain Cards.

For *EXAMPLE.*

I. I *wou'd* know what is the Chance of his having 1 certain Card?

Answer.

That he has not, is *NB.* 2 to 1.

II. I would know what are the Chances of his having 2 certain Cards?

Answer.

	against him.	for him.
That he has One of them only is,---1	31	to 26
That he has not both of them - - -	17	to 2
But that he has 1 or both is about } <i>NB.</i> 25 to 32	5 to 4, or	

III. I would also know, what are the Chances of his having 3 certain Cards?

Answer.

	for him.	against him.
That he holds one of them only, is } 6 to 7	305 for him, to 378 against him,	
or about		
That he has not 2 of them only, is } 2 to 6	156 for him, to 547 against him,	
or about		
That he has not all 3 of them, is 22 } 1 to 31	for him, to 681 against him, or	
about		
But that he has 1 or 2 of them, is } 13 to 6	481 for him, to 222 against him,	
or about		
And that he has 1, 2, or all three } 5 to 2	of them is about <i>NB.</i>	

Some

Some Computations for the Laying of your
Money at the Game of Whitt.

With the Deal.

The Deal	is 21 to 20
1 Love	11 to 10
2	5 to 4
3	3 to 2
4	7 to 4
5 is 2 to 1 of the Game, and 1 of the Lurch	2 to 1
6	5 to 2
7	7 to 2
8	5 to 1
9 is about	9 to 2

With the Deal.

2 to 1	is 9 to 8
3 to 1	9 to 7
4 to 1	9 to 6
5 to 1	9 to 5
6 to 1	9 to 4
7 to 1	3 to 1
8 to 1	9 to 2
9 to 1 is about	4 to 1

With the Deal.

3 to 2	is 8 to 7
4 to 2	4 to 3
5 to 2	8 to 5
6 to 2	2 to 1
7 to 2	8 to 3
8 to 2	4 to 1
9 to 2 is about	7 to 2

With the Deal.

4 to 3	is 7 to 6
5 to 3	7 to 5
	6 to

A 2

6 to 3	_____	_____	7 to 4
7 to 3	_____	_____	7 to 3
8 to 3	_____	_____	7 to 2
9 to 3	_____	_____	3 to 1

With the Deal.

5 to 4	_____	_____	is 6 to 5
6 to 4	_____	_____	6 to 4
7 to 4	_____	_____	2 to 1
8 to 4	_____	_____	3 to 1
9 to 4 is about	_____	_____	5 to 2

With the Deal.

6 to 5	_____	_____	is 5 to 4
7 to 5	_____	_____	5 to 3
8 to 5	_____	_____	5 to 2
9 to 5 is about	_____	_____	2 to 1

With the Deal.

7 to 6	_____	_____	is 4 to 3
8 to 6	_____	_____	2 to 1
9 to 6	_____	_____	7 to 4

With the Deal.

8 to 7 is above	_____	_____	3 to 2
9 to 7 is about	_____	_____	12 to 8

8 to 9, upon the best Computation made at Present, is about three and half in the Hundred, in Favour of eight with the Deal; against the Deal, the Odds is still, tho' small, in Favour of eight.

The Laws of the Game at WHIST.

1. If any Person plays out of his Turn, it is in the Option of the adverse Parties, either to call the Card then played at any Time in that Deal (in case he does not make him revoke) or the Person who is to lead, may demand his Partner to name the Suit, which he would have him play from.
2. No

2. No Revoke to be claim'd, till the Trick is turned, or the Party who revoked, or his Partner, have played again.

3. If a Revoke happens to be made, the adverse Party may take down three Points from the Scores, or add three Points to his own Score, or take three of his Adversary's Tricks; the Revoke takes place of any other Score of the Game.

4. A and B are 9 Love, the next Deal they win 13 Tricks with four Honours, A revokes; *Query*, What is the Penalty?

A and B are to score ten Points, and the Adversaries are to take down three Points from the Score, and A and B to remain 7 only.

5. If any calls at any Point of the Game, except 8, the adverse Party may call a new Deal.

6. After the Trump Card is seen, no Body ought to remind his Partner to call.

7. If the Trump Card is seen, no Honours in the preceding Deal can be set up, unless they were claimed.

8. If any Person separates a Card from the rest, either of the adverse Parties may call it, provided he names it, and proves the Separation.

9. Each Person ought to lay his Card before him after he has done so, if either of the adverse Parties mix their Card with his, his Partner is intitled to demand each Person to lay his Card before him.

10. No Person ought to demand what is the Trump Card after he has played, because it puts it in the Power of his Partner, (if he thinks fit) to name the wrong Card.

11. If any Person revokes, and before the Cards are turned, discovers it, the adverse Party may call either the Highest or the Lowest of the Suit led.

12. If a Card in dealing is turn'd up, it is in the Option of the adverse Party to call a new Deal, unless they have been the Cause of turning up such Card.

13. If the Ace, or any other Card of any Suit is led, and that it should happen that the last Player plays out

of his Turn, whether his Partner has any of the Suit led or not (provided you do not make him revoke) he is neither intitled to trump it, nor win that Trick.

14. If a Card is faced in the Pack, they must deal again, except it be the last Card.

CHAP. I.

Some general Rules to be observed by Beginners.

I.

When you lead, begin with the best Suit in your Hand; if you have a Sequence of King, Queen and Knave, or Queen, Knave and Ten, they are sure Leads, and never fail gaining the Tenace to yourself or Partner in other Suits; and begin with the highest of the Sequence, unless you have five in Number; in that Case play the lowest (except in Trumps, when you must always play the highest) in order to get Ace or King out of your Partner's or Adversaries Hands, by which Means you make room for your Suit.

II.

If you have five of the smallest Trumps, and not one good Card in the other Suits, trump out, which will have this good Consequence at least, to make your Partner the last Player, and by that Means gives him the Tenace.

III.

If you have two small Trumps only, with Ace and King of two other Suits, and a Deficiency of the fourth Suit, make as many Tricks as you can immediately; and if your Partner refuses either of your Suits, do not force him, because that may weaken his Game too much.

IV.

You need seldom return your Partner's Lead, if you have good Suits of your own to play, unless it be to endeavour to save or win a Game: What is meant by good Suit is, in case you should have Sequences of King, Queen, and Knave, or Queen, Knave and Ten.

V. IF

V.

If you have each five Tricks, and you are assured of getting two Tricks in your own Hand, do not fail winning them, in Expectation of scoring 2 that Deal, because, if you lose the odd Trick, it makes 2 Difference, and you play 2 to 2 against yourself.

An Exception to the foregoing Rule is, when you see a Probability, either of saving your Lurch, or winning the Game, in either of which Cases you are to risk the odd Trick.

VI.

When you have a Probability of winning the Game, always risk a Trick or two, because the Share of the Stake, which your Adversary has by a new Deal, will amount to more than the Point or two which you risk by the Deal.

The foregoing Case refers to Chap. VI. Case 1, 2, 3, 4, 5, 6.

VII.

If your Adversary is 6 or 7 Love, and you are to lead, your Business in that Case is to risk a Trick or two, in hopes of putting your Game upon an Equality; therefore admitting you have the Queen or Knave, and 1 other Trump, and no good Cards in other Suits, play out your Queen or Knave of Trumps, by which means you will strengthen your Partner's Game, if he is strong in Trumps; if he is weak, you do him no Injury.

VIII.

If you are four of the Game, you must play for an odd Trick, because it saves one half of the Stake which you play for; and, in order to win the odd Trick, tho' you are pretty strong in Trumps, be cautious how you trump out. What is meant by Strength in Trumps, is, in case you have one Honour and 3 Trumps.

IX.

If you are 9 of the Game, and tho' very strong in Trumps, if you observe your Partner to have a Chance in trumping any of your Adversaries Suits; in that Case do not trump out, but give him an Opportunity of trump-

trumping those Suits. If your Game is scored 1, 2, or 3, you must play the Reverse; and at 5, 6, or 7, because in these two last recited Cases you play for more than 1 Point.

X.

If you are last Player, and find that the third Hand cannot put up a good Card to his Partner's Lead, admitting you have no good Game of your own to play, return the Lead upon the Adversary, which gives your Partner the Tenace in that Suit, and often obliges the Adversary to change Suits, and consequently gains the Tenace in that new Suit also.

XI.

If you have Ace, King, and four small Trumps, begin with a small one, because it is an equal Wager that your Partner has a better Trump than the last Player; if so, you have three Rounds of Trumps; if not, you cannot fetch out all the Trumps.

XII.

If you have Ace, King, Knave, and three small Trumps, begin with the King, and then play the Ace (except one of the Adversaries refuse Trumps) because the Odds is in your Favour that the Queen falls.

XIII.

If you have King, Queen, and four small Trumps, begin with a small one, because the Odds is of your Side that your Partner has an Honour.

XIII.

If you have King, Queen, Ten, and three small Trumps, begin with the King, because you have a fair Chance that the Knave falls in the second Round; or you may wait to finesse your Ten upon the Return of Trumps from your Partner.

Refers to Chap. VII. Case 1, 2, 3.

XV.

If you have Queen, Knave, and four small Trumps, begin with a small one, because the Odds is in your Favour that your Partner has an Honour.

XVI. IF

XVI.

If you have Queen, Knave, Nine, and three small Trumps, begin with the Queen, because you have a fair Chance that the Ten falls in the second Round; or you may wait to finesse the Nine.

Refers to Chap. VII. Case 1, 2, 3.

XVII.

If you have Knave, Ten, and four small Trumps, begin with a small one, for the Reasons assigned in No. 15.

XVIII.

If you have Knave, Ten, and Eight, and three small Trumps, begin with the Knave, in order to prevent the Nine from making a Trick, and the Odds is in your favour that the three Honours fall in two Rounds.

XIX.

If you have six Trumps of a lower Denomination, you are to begin with the lowest, unless you have Ten, Nine, and Eight, and an Honour turns up against you; in that Case, if you are to play thro' the Honours, begin with the Ten, which obliges the Adversary to play his Honour to his Disadvantage, or leaves it in your Partner's Option whether he will pass it or not.

XX.

If you have Ace, King, Knave, and two small Trumps, begin with a small one, for the Reasons assigned in No. 15.

XXI.

- If you have Ace, King, Knave, and two small Trumps, begin with the King, which, next to a moral Certainty, shews to your Partner, that you have Ace and Knave remaining; and by putting the Lead into your Partner's Hand, he plays you a Trump, upon which you are to finesse the Knave, and no ill Consequence can attend such Play, except the Queen lies behind you single.

Refers to Chap. VII. Case 1, 2, 3.

XXII.

If you have King, Queen, and three small Trumps, begin with a small one, for Reasons assigned in No. 15.

XXIII;

XXIII.

If you have King, Queen, Ten and two small Trumps, begin with the King, for the Reasons assigned in No. 21.

XXIV.

If you have Queen, Knave, and three small Trumps, begin with a small one, for the Reason assigned in No. 15.

XXV.

If you have Queen, Knave, Nine, and two small Trumps, begin with the Queen, for the Reasons assigned in No. 16.

XXVI.

If you have Knave, Ten, and three small Trumps, begin with a small one, for the Reasons assigned in No. 15.

XXVII.

If you have Knave, Ten, Eight, and two small Trumps, begin with the Knave, because in two Rounds of Trumps it is Odds but that the Nine falls; or upon the Return of Trumps from your Partner, you may finesse the Eight.

XXVIII.

If you have five Trumps of a lower Denomination, it is the best Play to begin with the lowest, unless you have a Sequence of Ten, Nine, and Eight; in that Case, begin with the highest of the Sequence.

XXIX.

If you have Ace, King, and two small Trumps, begin with a small one, for the Reasons assigned in No. 15.

XXX.

If you have Ace, King, Knave, and one small Trump, begin with the King, for the Reasons assigned in No. 21.

XXXI.

If you have King, Queen and two small Trumps, begin with a small one, for the Reason assigned in No. 15.

XXXII.

If you have King, Queen, Ten, and one small Trump, begin with the King, and wait for Return of Trumps from

from your Partner, when you are to finesse your Ten, in order to win the Knave.

XXXIII.

If you have Queen, Knave, and Nine, and one small Trump, begin with the Queen, in order to prevent the Ten from making a Trick.

XXXIV.

If you have Knave, Ten, and two small Trumps, begin with a small one, for the Reasons assigned in No 15.

XXXV.

If you have Knave, Ten, and Eight, and one small Trump, begin with the Knave, in order to prevent the Nine from making a Trick.

XXXVI.

If you have Ten, Nine, Eight and 1 small Trump, begin with the Ten, which leaves it in your Partner's Discretion, whether he will pass it or not.

XXXVII.

If you have Ten, and three small Trumps, begin with a small one.

CHAP. II.

Some Particular RULES to be observed.

I. If you have Ace, King, and four small Trumps, with a good Suit, you must play three Rounds of Trumps, or otherwise you may have your strong Suit Trumped.

II. If you have King, Queen, and four small Trumps, with a good Suit, Trump out with the King, because when you have the Lead again, you will have three Rounds of Trumps.

III. If you have King, Queen, Ten, and three small Trumps, with a good Suit, Trump out with the King, in Expectation of the Knave's falling at the second Round; and do not wait to finesse the Ten, for fear your strong Suit should be trumped.

IV. If you have Queen, Knave, and three small Trumps, with a good Suit, trump out with a small one.

V. If

V. If you have Queen, Knave, Nine and two small Trumps, with a good Suit, trump out with the Queen, in Expectation of the Ten's falling at the second Round; and do not wait to finish the Nine, but trump out a second time, for the Reasons assigned in Case III. in this Chapter.

VI. If you have Knave, Ten, and three small Trumps, with a good Suit, trump out with a small one.

VII. If you have Knave, Ten, Eight, and two small Trumps, with a good Suit, trump out with the Knave, in Expectation of the Nine's falling at the second Round.

VIII. If You have Ten, Nine, Eight, and one small Trump, with a good Suit, trump out with the Ten.

C H A P. III.

Particular GAMES, and the Manner in which they are to be played, after a Learner has made some Progress in the Game.

I. Suppose You are Elder in Hand, and that Your Game consists of King, Queen, and Knave of one Suit; Ace, King, Queen, and two small Cards of another Suit; King and Queen of the third Suit; and 3 small Trumps: *Query*, How is this Hand to be played? You are to begin with the Ace of Your best Suit (or a Trump) which informs Your Partner, that You have the Command of that Suit; but You are not to proceed with the King of the same Suit; but must play a Trump next; and if You find Your Partner has no strength to support You in Trumps, and that Your Adversary, plays to Your weak Suit, *viz.* the King and Queen only, in that Case play the King of the Suit which belongs to the best Suit; and if You observe a Probability of either of Your Adversaries being likely to trump that Suit, proceed then and play the King of the Suit, of which you have King, Queen, and Knave: If it should so happen, that your Adversaries do not play to your weakest Suit; in that Case, tho' apparently your Partner can give you no Assistance in Trumps, pursue your Scheme of trumping out as often as the Lead comes into your Hand, by which

which means, supposing your Partner to have but two Trumps, and that your Adversaries have four each, by three Rounds of Trumps, there remains only two Trumps against you.

II. Elder Hand.

Suppose you have Ace, King, Queen, and one small Trump, with a Sequence from the King of five in another Suit, with four other Cards of no Value. Begin with the Queen of Trumps, and pursue the Lead with the Ace, which demonstrates to your Partner, that you have the King; and as it would be bad Play to pursue Trumps the third Round, 'till you have first gain'd the Command of your great Suit, by stopping thus, it likewise informs your Partner, that you have the King and one Trump only remaining; because, if you had Ace, King, Queen, and two Trumps more, and the Trumps went round twice, you could receive no Damage by playing the King the third Round. When you lead your Sequence, begin with the lowest, because if your Partner has the Ace, he plays it, which makes room for your Suit. And since you have let your Partner into the State of your Game, as soon as he has the Lead, if he has a Trump or two remaining, he will play Trumps to you, with a moral Certainty that your King clears your Adversaries Hands of all their Trumps.

III. Second Player.

Suppose you have Ace, King, and two small Trumps with a Quint-major of another Suit; in the third Suit if you have three small Cards, and in the fourth Suit one. Your Adversary on your Right-Hand begins with playing the Ace of your weak Suit, and then proceeds to play the King; in that Case, do not trump it, but throw away a losing Card; and if he proceeds to play the Queen, throw away another losing Card; and do the like the fourth time, in hopes your Partner may trump it, who will in that Case play a Trump, or will play to your strong Suit; if Trumps are played, go on with them two Rounds, and then proceed to play your strong Suit, by which means, if there happens to be

four Trumps in one of the Adversaries Hands, and two in the other, which is nearly the Case, your Partner being intitled to have 3 Trumps out of the 9, consequently there remains only six Trumps between the Adversaries; your strong Suit forces their best Trumps, and you have the Probability of making the odd Trick in your own Hand only; whereas if you had trumped one of your Adversaries best Cards, you had so weakened your own Hand, as probably not to make more than five Tricks, without your Partner's Help.

IV. Suppose you have Ace, Queen, and three small Trumps; Ace, Knave, Ten, and Nine of another Suit; with two small Cards of each of the other Suits: Your Partner leads to your Ace, Knave, Ten, and Nine; and as this Game requires rather to deceive your Adversaries, than to inform your Partner, put up the Nine, which naturally leads the Adversary to play Trumps, if he wins that Card. As soon as Trumps are played to you, return them upon your Adversary, keeping the Command in your own Hand. If your Adversary, who led Trumps to you, puts up a Trump which your Partner cannot win, if he has no good Suit of his own to play, he will return your Partner's Lead, imagining that Suit lies between his Partner and yours; if this Finess of yours should succeed, you will be a great Gainer by it, but scarcely possible to be a Loser.

V. Suppose you have Ace, King, and three small Trumps; with a Quart from a King and two small Cards of another Suit, and one small Card on each of the other Suits; your Adversary leads a Suit of which your Partner has a Quart major; your Partner puts up the Knave, and then proceeds to play the Ace: you refuse to that Suit by playing your loose Card; when your Partner plays the King, your Right-hand Adversary trumps it. Suppose with the Knave or Ten, do not over-trump him, which may probably lose you two or three Tricks, by weakening of your Hand: But if he leads to the Suit of which you have none, trump it, and then play the lowest of your Sequence, in order to

get the Ace either out of your Partner's or Adversaries Hands; which accomplished, as soon as you get the Lead, play two Rounds of Trumps, and then proceed to play your strong Suit. Instead of your Adversaries playing to your weak Suit, if he should play Trumps, do you go on with them two Rounds, and then proceed to get the Command of your strong Suit. But you will seldom find this last Method practised, except by moderate Players.

CHAP. IV.

Games to be played with certain Observations, whereby you are assured that your Partner has no more of the Suit played, either by yourself or him,

I. First Example.

Suppose you lead from Queen, Ten, Nine, and two small Cards of any Suit? the second Hand puts on the Knave, your Partner plays the Eight: in this Case, you having Queen, Ten, and Nine, it is a Demonstration, if he plays well, that he can have no more of that Suit. Therefore, by that Discovery, you may play your Game accordingly, either by forcing him to trump that Suit, if you are strong in Trumps, or by playing some other Suit.

II. Second Example.

Suppose you have King, Queen, and Ten of a Suit, and you lead your King, your Partner plays the Knave, this demonstrates that he has no more of that Suit.

III. Third Example. *which varies from the two former.*

Suppose you have King, Queen, and many more of a Suit, and you begin with the Queen; in some Cases it is good Play in a Partner, when he has the Ace and one small Card in that Suit only, to win his Partner's King with the Ace; for suppose he is very strong in Trumps, by taking his Partner's King with the Ace, he trumps out, and after he has cleared the Board of

Trumps, he returns his Partner's Lead; and having parted with the Ace of that Suit, he has made Room for his Partner to make that whole Suit, which possibly could not have been done if he had kept the Command in his Hand.

And supposing his Partner has no other good Card in his Hand besides that Suit, he loses nothing by the Ace's taking of his King; but if it should so happen, that he has a good Card to bring in that Suit, he gains all the Tricks which he makes in that Suit, by this Method of Play; and as your Partner has taken your King with the Ace, and trumps out upon it, you have Reason to judge he has one of that Suit to return you; therefore do not throw away any of that Suit, even to keep a King or Queen guarded.

CHAP. V.

Particular Games both to endeavour to deceive and distress your Adversaries, and to demonstrate your Game to your Partner.

I. First Example.

Suppose I play the Ace of a Suit of which I have Ace, King, and three small ones, the last Player does not choose to trump it, having none of the Suit; if I am not strong enough in Trumps, I must not Play out the King, but keep the Command of that Suit in my Hand by playing of a small one, which I must do in order to weaken his Game.

II. Second Example.

If a Suit is led of which I have none, and a moral Certainty that my Partner has not the best of that Suit, in order to deceive the Adversary, I throw away my strong Suit; but to clear up Doubts to my Partner, when he has the Lead, I throw away my weak Suit. This Method of Play will generally succeed, unless you play with very good Players, and even with them, you will often gain than lose by this Method of Play.

C H A P. VI.

Particular GAMES to be played, by which you run the Risk of losing one Trick only, to gain three.

I. *First Example.*

Suppose Clubs to be Trumps, a Heart is play'd by your Adversary; your Partner having none of that Suit, throws away a Spade; you are then to judge his Hand is composed of Trumps and Diamonds; and suppose you win that Trick, and being too weak in Trumps, you dare not force him; and suppose you should have a King, Knave, and one small Diamond; and further suppose your Partner to have Queen and five Diamonds; in that Case, by throwing out your King in your first Lead, and your Knave in your second; your Partner and you may win five Tricks in that Suit; whereas if you had led a small Diamond, and your Partner's Queen having been won with the Ace, the King and Knave remaining in your Hand, obstructs his Suit: And tho' he may have the long Trump, yet by playing a small Diamond, and his long Trump having been forced out of his Hand, you lose by this Method of Play three Tricks in that Deal.

II. *Second Example.*

Suppose in the like Case of the former, you should have Queen, Ten, and one small Card in your Partner's strong Suit; which is to be discovered by the former Example; and suppose your Partner to have Knave and five small Cards, in his strong Suit; you having the Lead are to play your Queen, and when you play again you are to play your Ten; and suppose him to have the long Trump, by this Method he makes four Tricks in that Suit; but should you play a small one in that Suit, his Knave being gone, and the Queen remaining in your Hand in the second Round, of playing that Suit, and the long Trump being forced out of his Hand, the Queen remaining in your Hand obstructs the Suit, by which Method of Play you lose three Tricks in that Deal.

III. *Third Example.*

If the former Examples you have been supposed to have had the Lead, and by that means have had an Opportunity of throwing out the best Cards in your Hand of your Partner's strong Suit, in order to make room for the whole Suit; we will now suppose your Partner is to lead, and in the Course of Play it appears to you that your Partner has one great Suit; suppose Ace, King, and four small ones, and that you have Queen, Ten, and Nine, and a very small one of that Suit; when your Partner plays the Ace, you are to play the Nine; when he plays the King, you are to play the Ten; by which means you are to see, in the third Round, you make your Queen, and having a small one remaining, you do not obstruct your Partner's great Suit, whereas if you had kept your Queen and Ten, and the Knave have fallen from the Adversaries, you had lost two Tricks in that Deal.

IV. *Fourth Example.*

Suppose in the Course of Play, as in the former Case, you find your Partner to have one Great Suit, and that you have King, Ten, and a small one of that Suit, your Partner leads the Ace, in that case play your Ten, and in the 2d Round your King; this Method is to prevent a Possibility of obstructing your Partner's great Suit.

V. *Fifth Example.*

Suppose your Partner has Ace, King, and four small Cards in his great Suit, and that you have Queen, Ten, and a small Card in that Suit; when he plays his Ace, do you play your Ten; and when he plays his King, do you play your Queen, by which Method of Play you only risk one Trick to get Four.

V. *Sixth Example.*

We will now suppose you to have five Cards of your Partner's strong Suit, viz. Queen, Ten, Nine, Eight, and a small one; and that your Partner has Ace, King, and four small ones; when your Partner plays the Ace, do you play your Eight; when he plays the King, do you play your Nine; and in the third Round, no body
having

having any of that Suit, except your Partner and you; proceed then to play the Queen, and then the Ten; and having a small one remaining, and your Partner two, you thereby gain a Trick, which you could not have done but by playing the high Cards, and by keeping a small one to play to your Partner.

C. H. A. P. VII.

Particular Games to be played when your Adversary turns up an Honour on your Right-hand, with Directions how to play when an Honour is turned up on your Left-hand.

I. First Example.

Suppose the Knave is turned up on your right Hand; and that you have King, Queen, and Ten, in order to win the Knave, begin to play with your King, by which Method of Play, your Partner may suppose you to have Queen and Ten remaining, especially if you have a second Lead, and that you do not proceed to play your Queen.

II. Second Example.

The Knave being turned up as before, and that you have Ace, Queen, and Ten, by playing of your Queen, it answers the like purpose of the former Rule.

III. Third Example.

If the Queen is turned up on your Right-hand, and that you have Ace, King, and Knave, by playing your King, it answers the like purpose of the former Rule.

IV. Fourth Example.

Suppose an Honour is turned up on your Left-hand, and suppose you should hold no Honour, in that Case you are to play Trumps thro' that Honour; but in case you should hold an Honour [except the Ace] you must be very cautious how you play Trumps, because, in case your Partner holds no Honour, your Adversary will play your own Game upon you.

C H A P. VIII.

A CASE to demonstrate the Danger of forcing your Partner.

I. Suppose A and B Partners, and that A has a Quint-major in Trumps, with a Quint-major, and three small Cards of another Suit, and that A has the Lead; and let us suppose the Adversaries C and D to have only five Trumps in either Hand; in this Case, A having the Lead, wins every Trick.

II. Suppose on the Contrary, C having five small Trumps, with a Quint-major, and three small Cards of another Suit, and that C has the Lead, who forces A to Trump first, by which means A wins only five Tricks.

A CASE to demonstrate the Advantage by a Saw.

III. Suppose A and B Partners, and that A has a Quart-Major in Clubs, they being Trumps, another Quart-major in Hearts, another Quart-major in Diamonds, and the Ace of Spades. And let us suppose the Adversaries C and D to have the following Cards, *viz.* C has four Trumps, eight Hearts, and one Spade: D has five Trumps and eight Diamonds, C being to lead, plays an Heart, D Trumps it; D plays a Diamond, C trumps it, and thus pursuing the Saw, each Partner trumps a Quart-major of A's; and D being to play at the Ninth Trick plays a Spade, which C trumps; thus C and D having won the nine first Tricks, leave A with his Quart-major in Trumps only.

The foregoing Case shews, that whenever you gain the Advantage of Establishing a Saw, it is your Interest to embrace it.

(What follows in this TREATISE, is the Addition promised.)

C H A P. IX.

Containing Variety of CASES, intermixed with CALCULATIONS, demonstrating when it is proper, at second Hand, to put up the King, Queen, Knave, or Ten, with one small Card of any Suit, &c.

I. Suppose you have four small Trumps; in three other Suits you have one Trick secure in each of them; and suppose your Partner has no Trump, in that Case the remaining nine Trumps must be divided between your Adversaries, suppose 5. in one Hand, and 4. in the other: As often as you have the Lead, play Trumps, and suppose you should have four Leads, in that Case, you see, your Adversaries make only five Tricks out of nine Trumps; whereas if you had suffered them to make their Trumps single, they might possibly have made nine Tricks.

By this Example you see the Necessity there is of taking out two Trumps for one upon most Occasions.

Yet there is an Exception to the foregoing Rule, because if you find in the Course of Play that your Adversaries are very strong in any particular Suit, and that your Partner can give you no Assistance, in such a Case you are to examine your own, and also your Adversaries Scores, because by keeping one Trump in your Hand to trump such Suit, it may be either a Means to save or win a Game.

II. Suppose you have Ace, Queen, and two small Cards of any Suit; your right hand Adversary leads that Suit; in that Case, do not put up your Queen, because it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if so, you have the Command of that Suit.

An Exception to the foregoing Rule is, in Case you want the Lead, that you are to put up your Queen.

III. Never choose to lead from King, Knave, and one small Card in any Suit, because it is 2 to 1 that your Partner has not the Ace, and also 32 to 25
or

or about five to four that he has the Ace or Queen; and therefore, as you have only about five to four in your Favour, and as you must have four Cards in some other Suit, suppose the Ten to be the highest, lead that Suit, because it is an equal Wager that your Partner has a better Card in that Suit than the last Player; and if the Ace of the first-mentioned Suit lies behind you, which is an equal Wager it should so happen, in case your Partner has it not, in this Case, on your Adversaries leading this Suit, you probably make two Tricks in it by this Method of Play.

IV. Suppose in the Course of Play it appears to you, that your Partner and you have four or five Trumps remaining, when your Adversaries have none, and that you have no winning Card in your Hand, but that you have Reason to judge your Partner has a Thirteenth Card, or some other winning Card in his Hand; in that Case play a small Trump, to put the Lead into his Hand, in order to throw away any losing Card in your Hand, upon such the thirteenth or other good Card.

C H A P. X.

Some Directions for putting up at second Hand, King, Queen, Knave or Ten, of any Suit, &c.

I. Suppose you have the King and one small Card of any Suit, and that your Right-hand Adversary plays that Suit; if he is a good Player, do not put up the King, unless you want the Lead, because a good Player seldom leads from a Suit of which he has the Ace, but keeps it in his Hand (after the Trumps are played out) to bring in his strong Suit.

II. Suppose you have a Queen and one small Card of any Suit, and that your Right-hand Adversary leads that Suit; do not put on your Queen, because, suppose the Adversary has led from the Ace and Knave, in that Case, upon the Return of that Suit, your Adversary finessees the Knave, which is generally good Play, especially if his Partner has played the King, you thereby make your Queen; but by putting on the Queen, it shews your Adversary that you have no Strength in that Suit,

Suit, and consequently puts him upon finessing upon your Partner throughout the whole Suit.

III. In the former Examples you have been informed when it is thought proper to put up the King or Queen at second Hand; you are likewise to observe, in case you should have the Knave or Ten of any Suit, with a small Card of the same Suit, it is generally bad Play to put up either of them at second Hand, because it is 5 to 2 that the third Hand has either Ace, King, or Queen of the Suit led; it therefore follows, that as the Odds against you is 5 to 2, and though you should succeed sometimes by this Method of Play, yet in the main you must be a Loser, because it demonstrates to your Adversaries that you are weak in that Suit, and consequently they finesse upon your Partner throughout the whole Suit.

IV. Suppose you have Ace, King, and 3 small Cards of a Suit, your Right Hand Adversary leads that Suit; upon which you play your Ace, and your Partner plays the Knave; in case you are strong in Trumps, you are to return a small one in that Suit, in order to let your Partner trump it; and this Consequence attends such Play, *viz.* You keep the Command of that Suit in your own Hand, and at the same time it gives your Partner an Intimation that you are strong in Trumps, and therefore he may play his Game accordingly, either in attempting to establish a Saw, or by trumping out to you, if he has either Strength in Trumps, or the Command of the other Suits.

V. Suppose A and B's Game is scored 6, the Adversaries C and D is scored 7, and that 9 Cards are played out, of which A and B have won 7 Tricks, and suppose no Honours are reckoned in that Deal; in this Case A and B have won the odd Trick, which puts their Game upon an Equality; and suppose A to have the Lead, and that A has two of the smallest Trumps remaining, with two winning Cards of other Suits; and suppose C and D have the two best Trumps between them, with two other winning Cards in their Hands:

Query,

Query, How are you to play this Game? It is 11 to 3 that C has not the two Trumps, and likewise 11 to 3 that D has them not; the Odds being so much in A's Favour to win the whole Stake, it is his Interest to play a Trump; for suppose the Stake to be 70 *l.* depending, A wins the whole Stake, if he succeeds by this Method of Play; but should he play the close Game, by forcing C or D to trump first, he having won the odd Trick already, and being sure of winning two more in his own Hand, by this Method his Game will be scored 9 to 7, which is about 3 to 2, and therefore A's Share of the 70 *l.* will amount only to 42 *l.* and by this Method A only secures 7 *l.* Profit; but in the other Case, upon Supposition that A and B have 11 to 3 of the Stake depending, as aforesaid, by playing his Trump, he is intitled to 55 *l.* out of the 70 *l.* depending.

The foregoing Case being duly attended to, may be applied to the like purpose, in other parts of the Game.

C H A P. XI.

Some Directions how to play when an Ace, King, or Queen are turned up on your Right-hand, &c.

I. Suppose the Ace is turned up on your Right-hand, and that you have Ten and Nine of Trumps only, with Ace, King, and Queen of another Suit, and eight Cards of no Value: *Query*, How must this Game be played? Begin with the Ace of the Suit of which you have Ace, King, and Queen, which is an Information to your Partner, that you have the Command of that Suit; then play your Ten of Trumps, because it is 5 to 2 that your Partner has King, Queen, or Knave of Trumps; and tho' it is about 7 to 2 that your Partner has not two Honours, yet, should he chance to have them, and they prove to be King and Knave, in that Case, as your Partner will pass your Ten of Trumps, and as it is thirteen to twelve against the last Player for holding the Queen of Trumps, upon supposition your Partner has it not; in that Case, when your Partner has the Lead, he plays

to your strong Suit, and upon your having the Lead, you are to play the Nine of Trumps, which puts it in your Partner's Power to be almost certain of winning the Queen, if he lies behind it.

The foregoing Case shews, that turning up of an Ace against you, may be made less beneficial to your Adversaries, provided you play by this Rule.

II. If the King or Queen are turned up on your Right-hand, the like Method of Play may be made use of; but you are always to distinguish the Difference of your Partner's Capacity, because a good Player will make a proper Use of such Play, but a bad one seldom, if ever.

III. Suppose the Adversary on your Right-hand leads the King of Trumps, and that you should have the Ace and four small Trumps, with a good Suit: in this Case it is your Interest to pass the King; and tho' he should have King, Queen, and Knave of Trumps, with one more, if he is a moderate Player, he will play the small one, imagining, that his Partner has the Ace; when he plays the small one, you are to pass it, because it is an equal Wager that your Partner has a better Trump than the last Player; if so, and he happens to be a tolerable Player, he will judge you have a good Reason for this Method of Play, and consequently, if he has a third Trump remaining, he will play it, if not, he will play his best Suit.

IV. *A Critical Case to win an odd Trick.*

Suppose A and B Partners against C and D, and suppose the Game to be Nine all, and suppose all the Trumps are played out, A being the last Player, has the Ace and four other small Cards of a Suit in his Hand, and one thirteenth Card remaining; B has only two small Cards of A's Suit; C has Queen and two other small Cards of that Suit: D has King, Knave, and one small Card of the same Suit. A and B have won three Tricks, C and D have won four Tricks; it therefore follows, that A is to win four Tricks out of the six Cards in his Hand, in order to win the Game. C

leads

leads this Suit, and D puts up the King; A gives him that Trick, D returns that Suit; A passes it, and C puts up his Queen; thus C and D have won six Tricks, and C imagining the Ace of that Suit to be in his Partner's Hand, returns it, by which means A wins the four last Tricks, and consequently the Game.

V.

Suppose you should have the King and five small Trumps, and that your Right-hand Adversary plays the Queen; in that Case do not put on your King, because it is an equal Wager that your Partner has the Ace; and suppose your Adversary shou'd have Queen, Knave, Ten, and one small Trump, it is also an equal Wager that the Ace lies single, either in your Adversary's Hand or Partner's, in either of which Cases it is bad Play to put on your King; but if the Queen of Trumps is led, and that you should happen to have the King, with two or three Trumps, it is the best Play to put on the King, because it is good Play to lead from the Queen and one small Trump only; and in that Case, should your Partner have the Knave of Trumps, and your Left-hand Adversary hold the Ace, your neglecting to put on the King, is the Loss of a Trick.

C H A P. XII.

The Ten or Nine being turn'd up on your Right-hand, &c.

I. Suppose the Ten is turn'd up on your Right-hand, and that you have King, Knave, and Nine, and two small Trumps; with eight other Cards of no Value, and that it is proper for you to lead Trumps; in that Case, begin with the Knave, in order to prevent the Ten from making of a Trick; and tho' it is about five to four that your Partner holds an Honour, yet if that shou'd fail, by finessing the Nine on Return of Trumps from your Partner, you have the Ten in your Power.

II. The Nine being turned up on your Right-hand, and that you shou'd have Knave, Ten, Eight, and two small Trumps, by leading the Knave, it answers the like Purpose of the former Case.

III. You are to make a wide Difference between a Lead of Choice and a forced Lead of your Partner's, because in the first Case he is supposed to lead from his best Suit, and finding you deficient in that Suit, and not being strong enough in Trumps, and not daring to force you, he then plays his next best Suit, by which Alteration of Play it is the next to a Demonstration that he is weak in Trumps; but should he persevere, by playing off his first Lead, if he is a good Player, you are to judge him strong in Trumps, and it is a Direction for you to play your Game accordingly.

IV. There is nothing more pernicious at the Game of Whist, than to change Suits often, because in every new Suit you run the Risk of giving your Adversary the Tenace; and therefore, tho' you lead from a Suit of which you have Queen, Ten, and three small ones, and your Partner puts up the Nine only, in that case, if you should happen to be weak in Trumps, and that you have no tolerable Suit to lead from, it is your best Play to pursue the Lead of that Suit, by playing your Queen, which leaves it in your Partner's Option whether he will trump it or not, in case he has no more of that Suit; but in your second Lead, in case you should happen to have the Queen or Knave of any other Suit, with one Card only of the same Suit, it would be better Play to lead from your Queen or Knave of either of those Suits, it being 5 to 2 that your Partner has one Honour, at least in either of those Suits.

V. If you have Ace, King, and one small Card of any Suit, with four Trumps; if your Right-hand Adversary leads that Suit, pass it, because it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if so, you gain a Trick by it; if otherwise, as you have four Trumps, you need not fear to lose by it, because when Trumps are played, you may be supposed to have the Long Trump.

C H A P. XIII.

A CAUTION *not to part with the Command of your Adversary's great Suit, &c.*

I. In case you are weak in Trumps, and that it does not appear that your Partner is very strong in them, be very cautious how you part with the Command of your Adversary's great Suit: For suppose your Adversary plays a Suit of which you have King, Queen, and one small Card only, the Adversary leads the Ace, and, upon playing the same Suit, you play your Queen, which makes it almost certain to your Partner that you have the King; and suppose your Partner refuses to that Suit, do not play the King, because if the Leader of that Suit, or his Partner, have the Long Trump, you risk the losing of three Tricks to get one.

II. Suppose your Partner has ten Cards remaining in his Hand, and that it appears to you, that they consist of Trumps, and one Suit only; and suppose you should have King, ten, and one small Card of his strong Suit, with Queen and two small Trumps; in this case, you are to judge he has five Cards of each Suit, and therefore you ought to play out the King of his strong Suit, and if you win that Trick, your next best Play is to throw out the Queen of Trumps; if that likewise comes home, proceed to play Trumps; this Method of Play may be made use of at any Score of the Game, except at 4 and 9.

The TRUMP turned up to be Remembered.

III. It is so necessary that the Trump turned up shou'd be known and remembered, both by the Dealer and his Partner, that we think it proper to observe, That the Dealer shou'd always so place that Card, as to be certain of having Recourse to it: For, suppose it to be but a 5, and that the Dealer has two more, viz. the 6 and 9, if his Partner Trumps out with the Ace and King, he ought to play his 6 and 9; because, let us suppose your Partner to have Ace, King, and four small.

small Trumps, in this Case, by your Partner's knowing you have the 5 remaining, you may win many Tricks.

IV. Your right-hand Adversary leads a Suit, of which you have Ten, and two small ones; the third Hand puts up the Knave, your Partner wins it with the King; when your Right-hand leads that Suit again, and plays a small one, do you put on your Ten, because it may save your Partner's Ace, upon Supposition that your Right-hand Adversary led from the Queen; you will seldom fail of Success by this Method of Play.

V. Suppose you have the best Trump, and that the Adversary A has one Trump only remaining, and that it appears to you that your Adversary B has a great Suit; in this Case, tho' you permit A to make his Trump, yet by keeping the Trump in your Hand, you prevent the Adversary B from making his great Suit; whereas, if you had taken out A's Trump, it had made only one Trick difference, but by this Method you probably save three or four Tricks.

The following CASE happens frequently.

VI. That you have only two Trumps remaining when your Adversaries have only one, and it appears to you that your Partner has one great Suit, in this Case always play a Trump, tho' you have the worst; because by removing the Trump out of your Adversary's Hands, there can be no Obstruction to your Partner's great Suit.

VII. Suppose you shou'd have three Trumps when no body else have any, and that you shou'd have only four Cards of any certain Suit remaining; in this Case play a Trump, which shews your Partner that you have all Trumps, and also gives you a fair Chance for one of your Adversaries to throw away one Card of the aforesaid Suit; by which means, supposing that Suit to have been once led, and one thrown away makes five, and four remaining in your Hand makes nine, there being only four remaining between three Hands, and your Partner having an equal Wager to hold a better

Card in that Suit than the last Player; it therefore follows that you have an equal Chance to make three Tricks in that Suit, which probably could not have been done but by this Method of Play.

VIII. Suppose you have five Trumps and six small Cards of any Suit, and you are to lead; the best Play is to lead from the Suit of which you have six, because, as you are deficient in two Suits, your Adversaries will probably trump out, which is playing your own Game for you; whereas, had you begun with playing Trumps, they would force you, and consequently destroy your Game.

C H A P. XIV.

Some Purchasers of the TREATISE in Manuscript, disposed of the last Winter, having desired a further Explanation concerning the playing of Sequences, they are explained in the following Manner.

I. In Trumps you are to play the highest of your Sequences, unless you should have Ace, King, and Queen, in that Case play the lowest, in order to let your Partner into the State of your Game.

II. In Suits which are not Trumps, if you have a Sequence of King, Queen, and Knave, and two small ones; whether you are strong in Trumps or not, it is the best Play to begin with the Knave, because, by getting the Ace out of any Hand, you make room for the whole Suit.

III. And in case you are strong in Trumps, supposing you should have a Sequence of Queen, Knave, Ten, and two small Cards of any Suit; in that Case you ought to play the highest of your Sequence, because if either of the Adversaries should trump that suit in the second Round, by being strong in Trumps, you fetch out their Trumps, and consequently make the Remainder of that Suit.

The like Method may be taken, if you should happen to have a Sequence, by Knave, ten, nine, and two small Cards of any Suit.

IV. If you have a Sequence of King, Queen, Knave, and one small Card of any Suit, whether you are strong in Trumps, or otherwise, play your King; and do the like by any inferior Sequences, if you have only four in Number.

V. But if you should happen to be weak in Trumps, you must always begin with the lowest of the Sequence, in case you should have five in Number; for suppose your Partner to have the Ace of that Suit, he then makes it; and where lies the Difference, whether you or your Partner win a Trick? For if you had the Ace and four small Cards of any Suit, and are weak in Trumps, and led from that Suit; if you play well, you ought to play the Ace; if you are very strong in Trumps, you may play your Game as backward as you please; but if you are weak in Trumps, you must play the Reverse.

VI. Let us explain what is meant by being strong or weak in Trumps.

If you have Ace, King, and three small Trumps.

King, Queen, and three small Trumps.

Queen, Knave, and three small Trumps.

Queen, Ten, and three small Trumps.

Knave, Ten, and three small Trumps.

Queen, and four small Trumps.

Knave, and four small Trumps.

In any of the aforesaid Cases, you may be understood to be very strong in Trumps, and therefore you may play by the foregoing Rules, being morally assured of having the Command in Trumps.

If you have two or three small Trumps only, we understand you to be weak in them.

VII. What Strength in Trumps intitles you to force your Partner at any Point of the Game,

Ace, and three small Trumps.

King, and three small Trumps.

Queen, and three small Trumps.

Knave, and three small Trumps.

VIII. If, by Accident, either you or the Adversaries

faries have forced your Partner (tho' you are weak in Trumps) if he has had the Lead, and does not choose to trump out, force him on as often as the Lead comes into your Hand, unless you have good Suits of your own to play.

IX. If you should happen to have only two or three small Trumps, and that your Right-hand Adversary leads a Suit of which you have none, trump it, which is an Information to your Partner that you are weak in Trumps.

X. Suppose you have Ace, Knave, and one small Trump, and that your Partner trumps to you, suppose from the King and three small Trumps, *Query*, Whether it is the best Play to put on the Ace or Knave? And suppose your Right-hand Adversary has three Trumps, and that your Left-hand Adversary has the like Number; in this case, by finessing of your Knave, and playing your Ace, if the Queen is on your Right-hand, you win a Trick by it; but if the Queen is on your Left-hand, and you should play the Ace, and then return the Knave, admitting your Left-hand Adversary puts on the Queen, which he ought to do, it is above 2 to 1 that one of the Adversaries have the Ten, and consequently you gain no Trick by playing thus.

XI. If your Partner has led from the Ace of Trumps, and suppose you should have King, Knave, and one small Trump, by putting on your Knave, and returning the King, it answers exactly the like Purpose of the former Rule.

In other Suits you may practise the like Method.

XII. If you are strong in Trumps, and that you have King, Queen, and two or three small Cards in any other Suit, you may lead a small one, it being 5 to 4 that your Partner has an Honour in that Suit; but if you are weak in Trumps, you ought to begin with the King.

XIII. If your right-hand Adversary leads a Suit of which you have King, Queen and two or three small Cards of the same Suit, you being strong in Trumps, may

may pass it, because it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if not, by your strength of Trumps, you need not fear making that Suit.

XIV. If your right-hand Adversary leads a Suit of which you have King, Queen, and one small Card; whether in Trumps or not, put on the Queen: Also if you have Queen, Knave, and one small Card, put on the Ten. By putting up the second Best, as aforesaid, your Partner has an Expectation of your having a better Card, or Cards, in the same suit; and, by recourse to the Calculations annexed to this Treatise, he may be able to judge what are the Odds for and against him.

XV. If you should have Ace, King, and two small Cards in any Suit, being strong in Trumps; if your Right-hand Adversary leads that Suit, you may pass it, because it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if so, you gain a Trick by it: if otherwise, you need not fear to make your Ace, and King, by your Strength in Trumps.

XVI. If you shou'd have the Ace, Nine, Eight, and one small Trump, and that your Partner leads the Ten, in that Case pass it, because, unless the three Honours lie behind you, you are sure of making two Tricks; do the like, if you shou'd have the King, Nine, Eight, and one small Trump; or the Queen, Nine, Eight, and one small Trump.

XVII. In order to deceive your Adversaries, if your Right-hand Adversary lead from a Suit, of which you have the Ace, King, and Queen, or Ace, King, and Knave, put on the Ace; because that encourages the Adversaries to play that Suit again: And tho' you deceive your Partner by this Method of Play, you also deceive your Adversaries, which is of greater Consequence in this Case; because if you had put on the lowest of the Terce-major, or the Knave in the other Suit, your Right-hand Adversary had made a Discovery, that

that the Strength of that Suit was against him, and consequently would have changed Suits.

XVIII. Suppose you have Ace, Ten, and one small Card of any Suit; also the Ace, Nine, and one small Card in any Suit; *Query*, which of these Suits ought you to lead from? *Answer*, From the Suit of which you have the Ace, Nine, and one small Card; for this Reason, it being an equal Wager that your Partner has a better Card in that Suit, than the last Player; if not, let us then suppose that your Right-hand Adversary leads from the King or Queen of the Suit, of which you have the Ace, Ten, and one small Card: in that Case, it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if that happens to be the Case, upon the Return of the Suit you lie tenace, and consequently stand a fair Chance for three Tricks in that Suit.

A Case to demonstrate the Tenace.

XIX. Let us suppose that A and B to play at Two-handed Whist, and let us suppose A to have the Ace, Queen, Ten, Eight, Six, and Four of Clubs, which in case B always leads, are six sure Tricks. Let us suppose he has the same Hand in Spades, which, in case B always leads, are six sure Tricks. We suppose B has the Remainder of these two Suits.

Let us suppose B to have the same Hand in Hearts and Diamonds, as A has in Spades, and Clubs, and that A has the Remainder of the Hearts and Diamonds, which, in case A always leads, are twelve sure Tricks also to B.

The foregoing Case shews that both Hands are exactly equal; and therefore let one of them name his Trumps, and lead, he wins thirteen Tricks only.

But if one names the Trumps, and the other leads, he that names the Trumps ought to win fourteen Tricks.

Those who would attain to the Playing of Whist to Perfection, must not be content only with being a Master of the Calculations contained in this Treatise, and also an exact Judge of all the general and particular Cases

Cases in the same, but be a very punctual Observer of such Cards as are thrown away, both by his Partner and Adversaries, and at what time: Whoever attends closely to these Particulars, is the most likely to attain their End.

F I N I S,



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An Explanation, for the use of Beginners,
of the Terms, or Technical Words, made use
of in this Treatise

Finessing.

means the Endeavouring to gain an Advantage by Art
& Skill, w^{ch} consists in this - When a Card is led
and you have the best, & 3.^d best Card of that
Suit, you judge it best to put yr 3.^d best Card upon
that Lead, & run the risque of yr Adversary's
having the 2.^d best of it, that if He has it
not, w^{ch} is two to one against him, you are
then sure of gaining a Trick.

Forcing.

means the obliging yr. Partner, or yr. adversary to
trump a Suit, of w^{ch} He has none. - The Cases
in this Treatise will shew when it is proper
to force either of them.

Long Trump.

means the having one, or more Trumps in your
hand, when all the best are out.

Loose Card

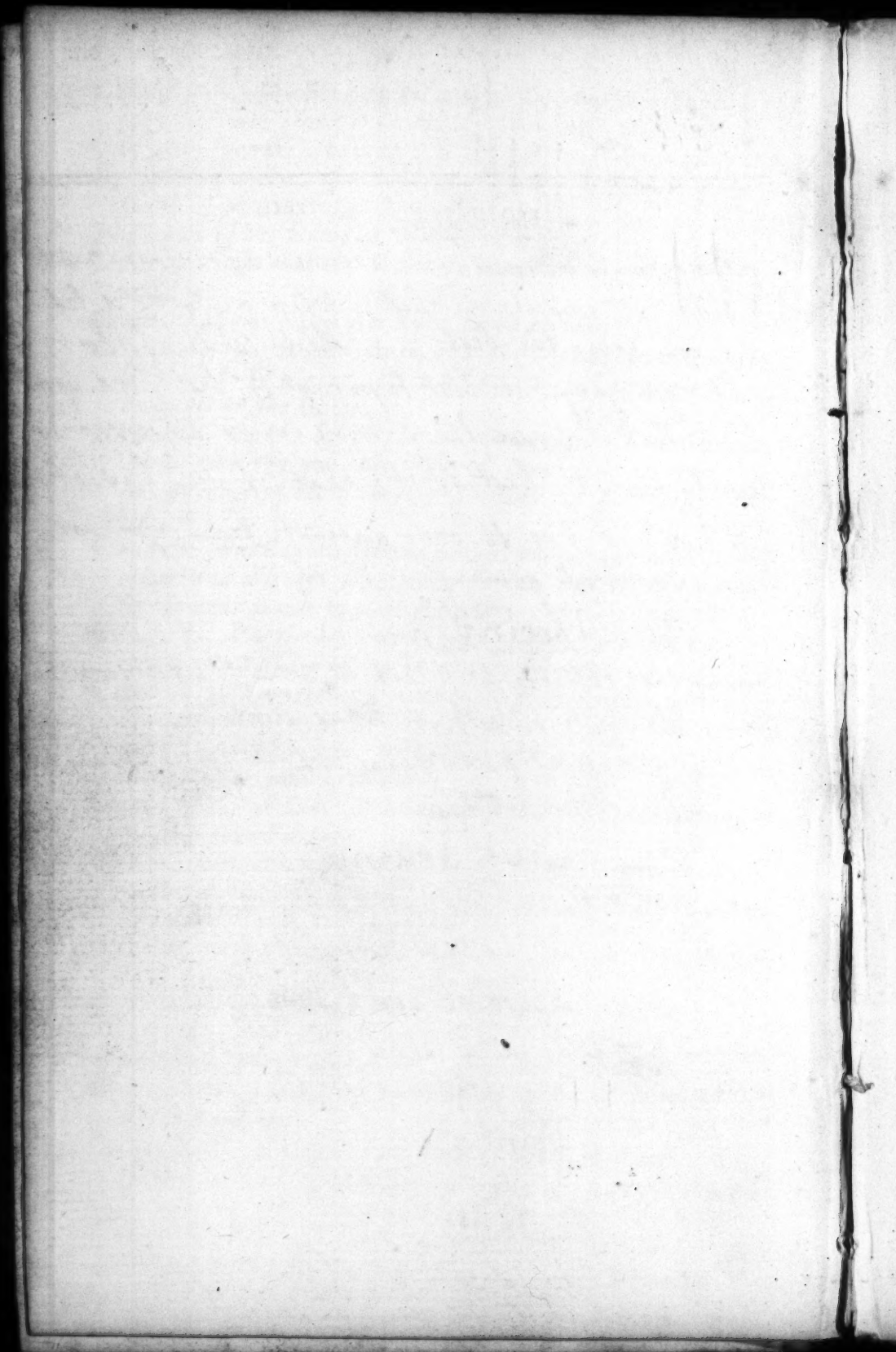
means a Card in a hand that is of no Value,
& consequently the properest to throw away.

Points

Ten of them make a Game.

Quart.

In general is a Sequence of any four Cards
immediately following one another in the



same suit. — Quart Major is therefore a sequence of Ace, King, Queen & Knave, in any suit.

Quint.

In general a sequence of any five Cards & Force of three Cards &c

Reverse.

Playing at any time the Reverse means only the playing yr. Hand in a different manner, that is to say, if you are strong in Trumps you play one way, but if weak in Trumps, you play the Reverse, viz, another way

See - Saw

Is when each Partner trumps a Suit, & they play those Suits to one another to trump.

Tenace

Having the Tenace in any suit supposes that having the First & Third best Cards, & being the last Player, consequently you catch yr. Adversary, when that suit is play'd: — as for instance, in case you have the Ace & Queen of any suit, & that your adversary leads that suit, you must win those two Tricks, & so of any other Tenace in inferior Cards.